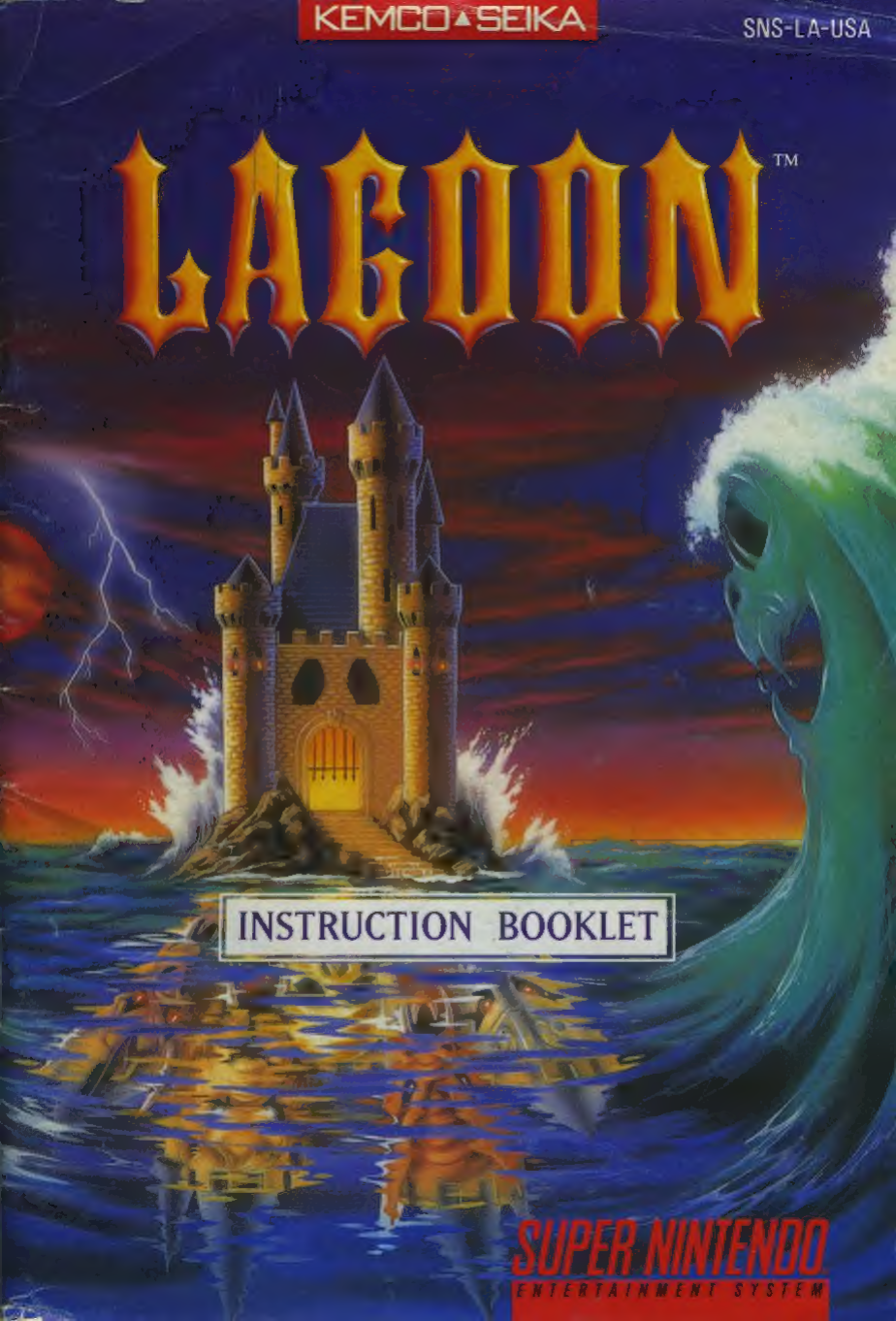
KEMCO SEIKA

SNS-LA-USA

LAGOON™



INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

LICENSED BY

Nintendo

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LAGOON

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WHO SHALL RISE TO FACE THIS THREAT?

Long ago the peaceful land of Lakeland fell under the influence of an evil spirit, bringing despair to all. With compassion, the gods descended and vanquished the evil spirit with the sacred Moon Blade sword. In hopes of restoring peace to Lakeland, the gods brought two babies to the land; one who represented the forces of Light, and another who represented the forces of Darkness. A sage named Mathias was charged with the responsibility of raising the two children as equals in the hope that their different, but equivalent strengths would guarantee the balance of the forces of Light & Darkness. But, the moment Mathias reached out to grasp the two children, the evil Zerah appeared and took the child of Darkness, hoping to raise the child to overcome the forces of Light. Thus, while Nasir, Champion of the Light, was raised by the wise Mathias, the other child grew up under the questionable tutelage of Zerah. Fourteen years have passed. Nasir, raised near the village of Atland, has become a bright youth and an accomplished swordsman. Mathias has taught him well. One day, an evil spirit possessed the water on which the people of Lakeland depend, bringing sickness & disease. Demons infest this once peaceful land.

MATHIAS SPOKE HALTINGLY

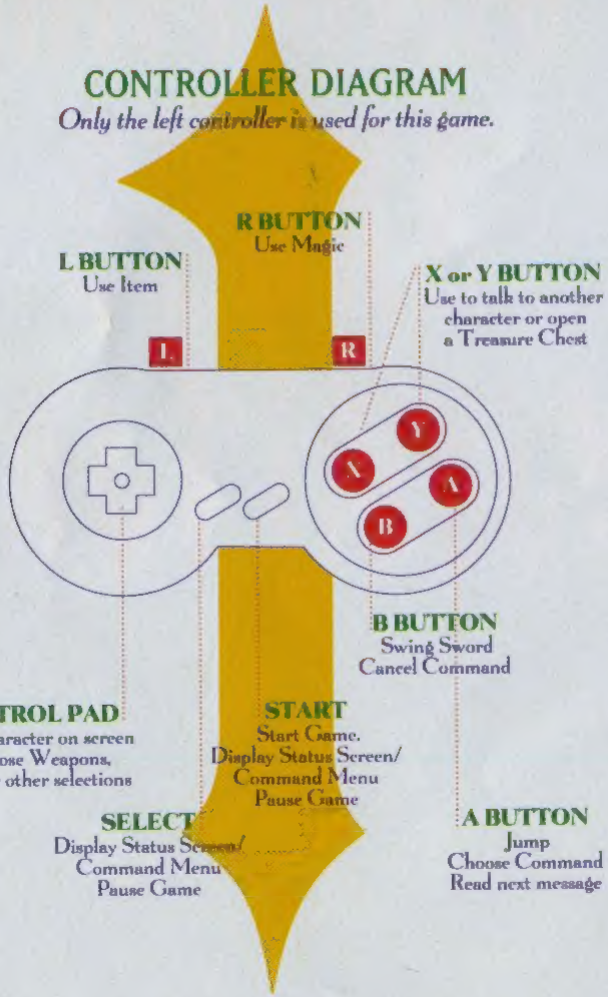
"It is for this day that I have trained you, Nasir. You must discover what evil force possesses and fouls the water. Restore the purity of the water or sickness and death will plague our land. This is your destiny!"

It is now your responsibility to rescue the land from the evil forces. You will face a myriad of enemies. Only by skillfully using your sword, magic, and wits will you prevail. Go forth, your quest awaits you!

STARTING THE GAME

CONTROLLER DIAGRAM

Only the left controller is used for this game.



1

Insert the Lagoon cartridge into your Super NES and turn on the power. The license screen will appear, followed by scenes from the game. Press the START button to display the title screen.

2

Press the START button again to begin the game. Lagoon allows you to save your game so that you may resume it later. If this is the first time you are playing the game, you will immediately meet Mathias, the wise old man who raised you. If you had previously saved a game, you would instead see a screen like the following.

3

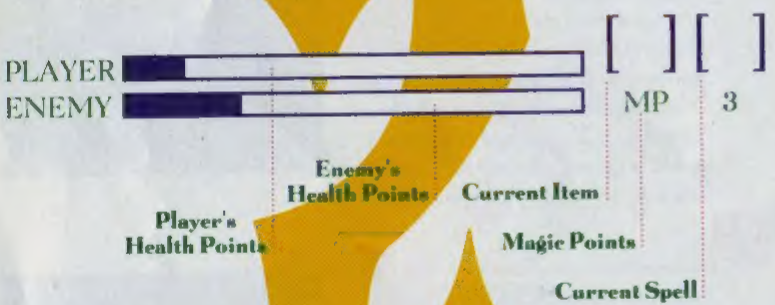
You can choose CONTINUE to resume your game, NEW GAME to start the game from the beginning, or ERASE to erase your saved game. Since this is the first time you are playing the game, you will now see Mathias on your screen. Press the A, B, X, or Y buttons to continue reading Mathias message.

When you have finished receiving your instructions from Mathias, you will find yourself in the town of Atland.

SCREEN LAYOUT

SCREEN LAYOUT DIAGRAM

Your character is shown in the middle of the screen.



The two bar graphs at the bottom of the screen show your health (PLAYER) and the health of your enemy (ENEMY). The longer the bar, the healthier the character.

1

There are boxes in the lower right corner of the screen. As you progress through the game, you will acquire useful items like keys and healing potions. The left box will show you a picture of the currently selected item. To use the item shown, you would press the L Button. You will also find it necessary to use your magic skills to be successful. The right box shows an icon representing the currently selected spell. To cast the selected spell, you would press the R button. The strength of your magic is shown under the two boxes next to the letters MP. This is the number of Magic Points possessed by your character. The greater the number of Magic Points, the more effective your spells.

MAIN CHARACTERS

1

NASIR

Born to be the Champion of the Light, you have become a skilled swordsman under the tutelage of the wise Mathias. You display intelligence & courage beyond your years.

2

MATHIAS

Skilled in the art of the sword & in the ways of magic, he raised Nasir from infancy.

3

THOR

Aligned with the forces of Darkness, he is known as a skilled swordsman and for the fact that each of his eyes is a different color

4

ZERAH

An evil warlock, he is aligned with the forces of Darkness. He stole the child of Darkness from Mathias and raised him. He seeks to resurrect the evil spirit and bring the forces of Darkness to rule the land.

5

FELICIA

Queen of Lagoon Castle, she is the only one who has the power to open the door to the Secret Place and to move the Lagoon Castle.

6

DUMA & BATTLER

Henchmen of Zerah.

PLAYING THE GAME

MOVEMENT

You move your character by using the four directions of the Control Pad. When necessary, the screen will scroll to bring new parts of the world into view. Your character can walk behind objects like walls and enter buildings. You can jump by pressing the A button.

TALKING TO OTHER CHARACTERS

Other friendly characters, like the inhabitants of Atland, are a valuable source of information. To talk to a character, walk up to them & press X or Y button.

OPENING TREASURE CHESTS

In your travels you will encounter treasure chests. To open a treasure chest, walk up to the front of the chest and press X or Y button. You will automatically take possession of the contents of the chest.

DOING BATTLE

You can choose to attack enemies with either your sword or with magic. To attack with your sword, press the B button. Remember, that it can be dangerous to attack your enemy head-on.

STATUS SCREEN

The Status Screen shows you the present condition of your character

The Status Screen and Command Menu are accessed by pressing either the START or SELECT buttons.

1 LV

This is the level achieved by your character. The higher the level, the greater the character's capacity for Experience, Health Points, and Magic Points. The level of the character increases as the character gains experience.

2 ..... GOLD

This is the amount of money that the character has. Gold can be used to purchase weapons and armor.

3 ..... EXP

This is the amount of experience that the character has. The greater the experience, the higher the level of the character. The first number shows the amount of experience currently held by the character. The second number shows the maximum amount of experience that the character is capable of having.

4 ..... HP

The Health Points represent the condition of the character. The greater the HP, the healthier the character. The character dies when his HP declines to zero. The HP of a character are gradually replenished over time or by the use of healing pots and similar items. The first number shows the HP currently held by the character. The second number shows the maximum number of HP that the character is capable of having.

5

STR

The strength of the character determines the amount of damage that can be inflicted on an enemy during battle. The greater the strength, the greater the damage that can be inflicted.

6

MP

The Magic Points represent the capacity of the character to use magic. The first number indicates the number of MP held by the character. The second number shows the maximum number of MP that the character is capable of having.

7

DEF

This is the Defensive Strength of the character. The greater the Defensive Strength, the better the character can withstand damage in battle.

COMMAND MENU

There are four choices available in the Command Menu; ITEM, MAGIC, EQUIP, and SAVE.

ITEM

1

During your quest you will acquire useful items including keys, healing pots, & elixirs. When you choose ITEM from the menu, you will be given a screen showing the items you are carrying. Use the Control Pad to move the box cursor to the desired item & press the A button to select it.

Move cursor to desired selection & press A button.

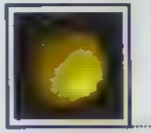
Here are some useful items you may find:

Increases your Health Points a little. — HEALING POT

Makes Health & Magic Points recover faster. — SHINY BALL

Increases Magic Points a little. — SHINY STONE

Completely replenishes Health Points. — ELIXIR



Completely replenishes Health Points. — BRIGHT STONE

Health Points are replenished if you die. — LIFE BALL

Contains the legend of Moon Blade. — ANCIENT BOOK

The Command Menu is accessed by pressing either the START or SELECT buttons. Use the Control Pad to move the cursor to your desired selection & press the A button. Your currently selected item will be shown in the left box in the lower right of the screen. To use the item, press the L button.

MAGIC

You must acquire the four staffs & four crystals during your quest. As you do so, you may combine them to invoke the sixteen different spells. Use the Con trol Pad to choose a staff & a crystal. An icon representing the corresponding spell is shown on the bottom half of the screen. The spells & the corresponding staffs & crystals are shown in the table on the next page.

You should select your spell carefully since not all spells are effective against a given enemy. After choosing a spell, the icon representing the selected spell will appear in the right box in the lower right corner of the game screen. To use the spell, press the R button. Your success depends on your ability to effectively use magic. After choosing Magic from the menu, you will see a screen like the one shown above.

Spells with corresponding staffs and crystals.

EQUIPMENT

Use the Up and Down directions on the Control Pad to choose SWORD, ARMOR, SHIELD, or RING. You can then use the Left and Right directions on the Control Pad to select a particular item. Press the B button when you are done with your selections. The current strength (STR) and defensive power (DEF) are also shown at the bottom of the screen. On the following pages are lists of available equipment (Sword, Armor, Shield, Ring) in increasing order of power.

SWORD

SHORT SWORD

SILVER SWORD

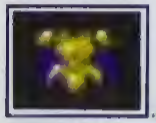
MAGIC SWORD

FORCE SWORD

MOON BLADE

ARMOR

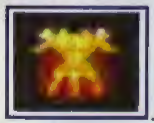
BANDIT ARMOR



GOLD ARMOR

SONIC ARMOR

THUNDER ARMOR



MOON ARMOR

SHIELD

IRON SHIELD

LARGE SHIELD

GREAT SHIELD

MAXIM SHIELD

MOON SHIELD

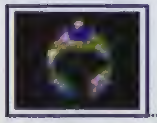
RING

Increases Defensive Power. — **PROTECTIVE RING**

Increases Strength. — **POWER RING**

Makes you immune to the attack of lesser enemies. — **DEFENSIVE RING**

Replenishes Health Points. — **CURING RING**



Stops the movement of lesser enemies. — **TIME RING**

SAVE

Choosing SAVE from the menu will allow you to save your current place in the game. You may then resume the game from this point at a later time. When you choose SAVE from the menu, you will be shown a screen like the one on the right.

Choose YES to save your game, or NO to cancel.
Remember that it is wise to save your game often!

90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS NINTENDO/GAMEBOY GAME PAKS

SEIKA Corporation warrants to the original consumer purchaser that this Nintendo/Super-NES Game Pak ("PAK") [not including Game Pak Accessories or Robot Accessories] shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling (310) 373-0404. Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Pacific Time, Monday through Friday (Except Holidays).

3. If the Seika Service Representative is unable to solve the problem by phone, he /she will provide you with a Return Authorization Number. Simply record this number on the outside packaging of your defective PAK and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE together with your sales slip or similar proof of purchase within the 90-day warranty period to:

Seika Corporation
20,000 Mariner Avenue, Suite 100
Torrance, CA 90503
Attn: Consumer Service Department

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

WARRANTY LIMITATIONS: ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH THEREIN. IN NO EVENT SHALL SEIKA BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations of how long an implied warranty lasts or exclusion of consequential or incidental damages so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

ALL WASHED UP?

As you negotiate the uncharted waters of Lagoon, you may encounter a few problems. Monsters that won't die. Mazes that continue to amaze and baffle you. But before you sink into the depths of despair, send for our **Lagoon Hint Book**. Because even the most skilled swordsman & the most clever adventurers sometimes need a little advice.

Name *(Please Print)* _____

Address _____

City **State** **Zip** _____

Send _____ **Hint Books** at $7.95 each. California residents add 8.25% sales tax. (that's 66¢ per book).

Add $2.00 postage and handling per book.

TOTAL

Clip or photocopy this form, fill in completely and send with a check or money order to:

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